

NEW JERSEY DIVISION OF GAMING ENFORCEMENT TECHNICAL SERVICES BUREAU		
#	FEATURE CODES	NJ
01	Credit Play	✓
02	Double/Nothing	✓
03	Multi-player	✓
04	House-Set Credit Play	✓
05	House-Set Credit Limit	✓
06	Wild Card/Wild Symbol	✓
07	Video Display	✓
08	Stepper Reels	✓
09	Blackjack Double Down	✓
10	Blackjack Split Pairs	✓
11	Keno 22 Balls	✓
12	Multiple Bets Per Play/Event	✓
13	Uses/Video Disc	✓
14	Character Generator on Game Board	✓
15	Separate Character Generator Circuit	✓
16	Paytable on Video	✓
17	Paytable on Glass	✓
18	Two or More Screens	✓
19	Light Pen Used	✓
20	Optional Single/Double Progressive	✓
21	Traveling Message Display	✓
22	Disproportionately Spaced Reel Stops	✓
23	Jumper Selectable Percentages	No
24	Internal Progressive (On Screen)	✓
25	External Progressive	✓
26	Optional Progressive	✓
27	Way Ticket Keno	✓
28	Multiple Jackpot Combinations	✓
29	Bonus Award for Max Coin Bet	✓
30	Negative Bonus for Max Coin Bet	No
31	Promotional Machine	✓
32	Programming for Coin Comparator	✓
33	Virtual Reel	✓
34	Mechanical Reel Non-Motor Driven	No
35	Mechanical Reel Motor Driven (Non-Stepper)	✓
36	Gaming Associated Equipment	✓
37	Approval Conditioned	✓
38	Programming for Mechanical Coin Acceptor	No
39	Slot Monitor/Player Tracking Interface	✓
40	Approved for Use with MegaBucks	No
41	Out-of-Order Mode	✓
42	Hopper-Level Tracking	✓

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43	Self-Test Mode	✓
44	Tournament Machine	✓
45	Selectable Tournament Mode	No
46	Attract Mode During Idle	✓
47	Approval Conditioned Re: Coin Limit	No
48	Approval Conditioned Re: Metering	No
49	Selectable Royal Flush Pay/Bonus	No
50	Selectable Promotional Mode	No
51	VOID	No
52	Coincident Multi-Stop Reel Symbols	No
53	Random Occurrence of Bonus Award	No
54	Programming for Bill Acceptor	✓
55	Approved for Use with Power Poker	No
56	Approved for Use with Quartermania	No
57	Approved for Use with Boyd Leased Link	No
58	Waiver Granted Pursuant to Regulation 14.110	No
59	Reel Rotation Directional Options	✓
60	Number of Stops Per Reel Not Equal	✓
61	Time Based Reel Stop Controls	No
62	Player Anticipation Delayed Win	✓
63	Approved for Use with MegaPoker	No
64	Paytable Changes with each Coin-In	✓
65	Approved for Use with Golden Nugget Leased Link	No
66	Approved for Use with Nevada Nickel System	No
67	Active Game Selected by Firmware	✓
68	Random Selection by Symbol Type	No
69	Approved for Use with Harrah's Leased Link	No
70	Player Selectable Pay Combinations	No
71	Approved for Use with Circus Circus Leased Link	No
72	Approved for Use with Fabulous 50s	No
73	Automatic "Nudge"	✓
74	Symbol(s) Pay in any Position	✓
75	Found In Field by Device Inspection Program	No
76	Approved for Use with High Roller	No
77	Sequential Royal Award	✓
78	Automatic Respin	✓
79	Ticket Printer	✓
80	Automatic Reel Hold	✓
81	Touch-Screen	✓
82	MGM Coinless System	No
83	Approved for Use with "Quarters Deluxe"	No

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<b>#</b>	<b>FEATURE CODES</b>	<b>NJ</b>
<b>84</b>	Multi-Game Device	✓
<b>85</b>	Caesars Leased Link	<b>No</b>
<b>86</b>	Approved for Use with “Dollars Deluxe”	<b>No</b>
<b>87</b>	Mystery Pay (Hand Pay)	✓
<b>88</b>	Software Loads from CD-ROM	✓
<b>89</b>	Player Terminals	<b>No</b>
<b>90</b>	Approved for Use with Concept 3	<b>No</b>
<b>91</b>	Approved for Use with “Cool Millions”	<b>No</b>
<b>92</b>	Approved for Use with “Keno Deluxe”	<b>No</b>
<b>93</b>	Approved for Use with “Nickels Deluxe”	<b>No</b>
<b>94</b>	Approved for Use with “Dimes Deluxe”	<b>No</b>
<b>95</b>	Has Sigma’s SHL Capability	✓
<b>96</b>	Approved for Use with “Cool Million Quarters”	<b>No</b>
<b>97</b>	Approved for Use with “Caesars E.F.T.”	<b>No</b>
<b>98</b>	Approved for Use with Wheel of Fortune #2	<b>No</b>
<b>99</b>	Software Loads from Hard Drive (Alterable Media)	✓
<b>100</b>	Key Chip Used to Change Percentage	✓
<b>101</b>	Approved for Use with “Totem Pole Wap”	<b>No</b>
<b>102</b>	Approved for Use with “Jeopardy”	<b>No</b>
<b>103</b>	Approved for Use with “Pinball Mania”	<b>No</b>
<b>104</b>	Approved for Use with “Slotopoly”	<b>No</b>
<b>105</b>	Approved for Use with “Elvis Wap”	<b>No</b>
<b>106</b>	Extended Play	✓
<b>107</b>	Strategy Feature Game	✓
<b>108</b>	Game Within A Game	✓
<b>109</b>	Variable Pay Award	✓
<b>110</b>	Pulse Communications to Slot Accounting System	✓
<b>111</b>	Serial Communications to Slot Accounting System	✓
<b>112</b>	Multi-Site Linked Progressive	✓
<b>113</b>	Inter-Property Linked Progressive	✓
<b>114</b>	EPROM Device Program Storage	✓
<b>115</b>	Mystery Hopper Pay	<b>No</b>
<b>116</b>	Denomination Selectable	✓
<b>117</b>	Sequential Royal Award – Bonus award when the Royal Straight Flush is in a specified sequence.	✓